Atlantic City

Souvenir Book

Atlantic City

INDOOR ATTRACTIONS

Casinos!
Browse the shops.
Lucy the Elephant: 65-foot landmark you can walk through (Margate).
Midget Auto Racing: Convention Hall in winter.
Nightclubs, hotel lounges.
Indoor Tennis.
Miss America Pageant: Labor Day Week.
Roller Skating Rinks nearby.
Somer's Mansion museum: Somer's Point.
Fine Dining at restaurants.
Casino Production stage shows.
Stars of TV, Stage and Movies.

OUTDOOR ACTIVITIES

Bicycle the Boardwalk: 6-10 a.m.
Fishing: tournaments, charter or party boats, you name it.
Brigantine National Wildlife Refuge.
Ocean swimming, surfing: free.
Boating: cruise, charter, rental, sight-seeing!
Skytower observation platform.
Photography: a dreamland of pictures for novice or professional.
Oceanography cruises from Gardner's Basin.
Marinas for private boats.
Gray Line sightseeing tours.
Cape May-Lewes Ferry Ride across Delaware Bay.
Drive the "Ocean Highway".
Boardwalk Tram rides.
Camping nearby.
Horseback riding nearby.
Winter ice skating: Ventnor rink.

AMUSEMENTS

Gardner's Basin Maritime Village.
Steeplechase Pier.
Central Pier.
Tour nearby Wineries.
Brigantine Castle spookery.
Storybook Land fairy tale village.

CULTURE & THEATRE

Arts Center on Garden Pier.
Private Galleries throughout City.
Performances by Atlantic Performing Arts Center and many amateur groups.
Stockton State College Performing Arts Series: Pomona.
Sculpture Garden at Gardner's Basin.

SPORTS

Six area golf courses.
Thoroughbred Racing at Atlantic City Race Course.
Stock Car Racing at Atlantic City Race Track (Pleasantville).
Tennis: both indoor and outdoor.
Marinas service private boats.
Boxing and major sports events.

SHOPPING

Boardwalk shops provide selections of gifts, novelties, clothing.
Variety of shopping along Atlantic Avenue.
Major shopping centers nearby.

CONVENTIONS

Largest facilities east of Mississippi River.
All hotels within walking distance of convention center.
Boardwalk walkway connects all hotels, no traffic problems.
Close proximity to major cities cuts shipping costs, boosts attandance.
Wide variety of peripheral attractions.
Convention Bureau offers planning assistance, phone (609) 345-7536.

TRANSPORTATION

Take car, bus or plane to Atlantic City.
Public busses, Jitneys, Boardwalk Trams allow easy movement once here.

Resorts International

The showplace like no place...

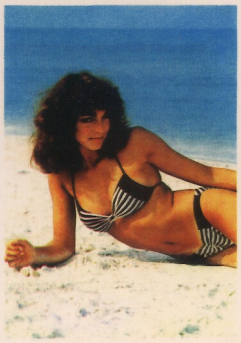
From the moment you arrive, you're right in the heart of the action. Superstars such as Sinatra, Diana Ross and Johnny Mathis. Fabulous food in eight international restaurants. The chance to strike it rich in Atlantic City's number one casino. Plus, elegant accommodations including our spectacular health club with year-round pool. Resorts International ... it's like no other place in town!

SANDS

Show Time

THE MAGNIFICENT SANDS HOTEL: "A Place in the Sun" is their slogan, but after the sun goes down and the lights come on — there is not a hotel in Atlantic City to compare for sheer beauty.

Claridge



Glittering - Electrifying - Dazzling
Superstar Entertainment
The kind that brings the crowd to its feet.
In the Palace Showroom at the Claridge.
It's sensational!

THE CLARIDGE HOTEL & CASINO
MOTEL

Bally's Park Place

Atlantic City's Winning Address

Nightly entertainment in Billy's Pub, Park Place Cabaret, Sea-food Restaurant, Steak House, Oyster Bar, Ice Cream Parlor, and plenty of shops.

BALLY'S PARK PLACE
JITNEY BUS HERE
FOR MARINA AREA

BALLY'S PARK PLACE
Fare: $1.00
JITNEY BUS HERE
HARRAH'S
MARINA AREA

Boardwalk & Beach

BOARDWALK: Take the Tram, — Ride a Bike, or just stroll on the famous Atlantic City Boardwalk. Enjoy shopping — fabulous restaurants, arcades, fun for visitors of all ages — the Boardwalk along the ocean in Atlantic City.

Ocean One

Playboy

There's no action like it anyplace else. Only Playboy offers the excitement of a multi-level casino with a spectacular ocean view. Only Playboy has dealer and cocktail bunnies to serve you. And only Playboy has a dramatic rooftop restaurant and lounge that overlooks the Atlantic. It's the party of a lifetime. And it begins the minute you arrive.

BALLY'S PARK PLACE

Sands
GIFTS
GALLERIES
SALT WATER TAFFY

Tropicana

See it in our shows, taste it in our restaurants, hear it in our entertainment, live it in our lavish, multi-level casino. A six-story atrium soars above you as the excitement of first-class action quickens your pulse

TROPICANA
TROPICANA

TROPICANA
TROPICANA

Golden Nugget

The Most Exquisite Hotel/Casino in the World

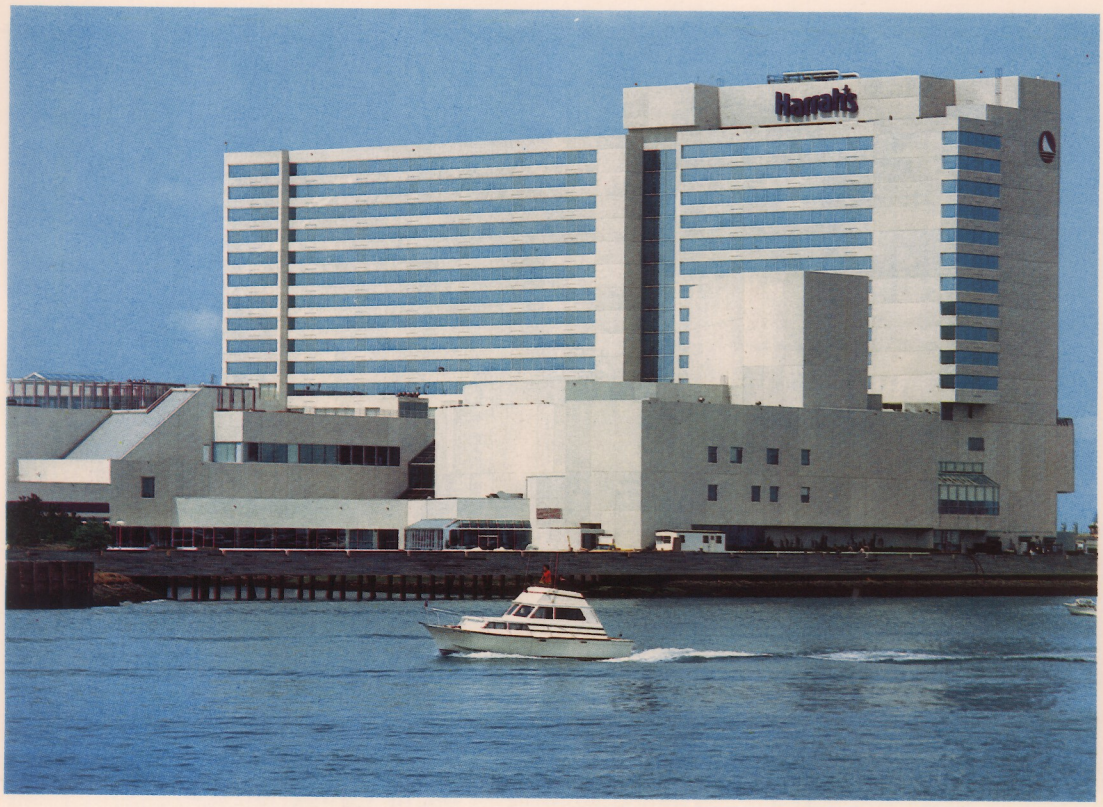
Gracious Dining, Fabulous Entertainment
Superb Accommodations and the
Most Elegant Casino in the World

NUGGET
OLDEN
GOLDEN
NUGGET

Harrah's

The Other Atlantic City.

Only two miles from the Boardwalk. Yet light-years away. Away from the noise. Away from the crowds. Right here on the Bay. At Harrah's Marina Hotel Casino. At Harrah's you can park for the first three hours without paying a cent. Parking is free whether you've come to see our dazzling shows or to get into the hot action in our casino. Or to enjoy one of our fabulous restaurants.


Harrah's

Slot Machines

A variety of slot machines are available; the most common are 3 and 4 reelers. Special machines include Jackpots Only, Piggy-backs, Twin-jacks, Giants, Duo-play, Bonus-plus, Multiple coins, and 8-reelers. Electronic machines are also provided for Poker, Keno, Craps and "21". Various symbol combinations decide the jackpot payoffs. A payoff guide for most of the slot machines is listed below.

JACKPOT PAYOFFS

Symbols must be in line between arrows

THE THREE REELERS

Play	Machine Pays	Attendant Pays	Total Pay	Premium Points
5¢	$ 1.00	$ 6.50	$ 7.50	25 pts.
10¢	2.00	13.00	15.00	50 pts.
25¢	5.00	32.50	37.50	125 pts.
50¢	10.00	65.00	75.00	250 pts.
$1.00	20.00	130.00	150.00	500 pts.

THE SPECIAL THREE REELERS

Play	Jackpot	Machine Pays	Attendant Pays	Total Pay
5¢	3 Sultans	$ 1.00	$ 49.00	$ 50.00
	3 Circles	1.00	14.00	15.00
	3 Bars	1.00	6.50	7.50
10¢	3 Sultans	2.00	98.00	100.00
	3 Circles	2.00	28.00	30.00
	3 Bars	2.00	13.00	15.00
25¢	3 Sultans	5.00	245.00	250.00
	3 Circles	5.00	70.00	75.00
	3 Bars	5.00	32.50	37.50
50¢	3 Sultans	10.00	490.00	500.00
	3 Circles	10.00	140.00	150.00
	3 Bars	10.00	65.00	75.00
$1.00	3 Sultans	20.00	980.00	1,000.00
	3 Circles	20.00	280.00	300.00
	3 Bars	20.00	130.00	150.00
$5.00	3 Sultans	100.00	4,900.00	5,000.00
	3 Circles	100.00	1,400.00	1,500.00
	3 Bars	100.00	650.00	750.00

*General information *not* always the rule at all clubs

Roulette

HERE IS HOW BETS ARE PLACED ON THE ROULETTE TABLE

Single 0 or Double 00
Played the same as number bets.
Pays 35 to 1

Minimum Bets
Numbers — 5c
All other bets — 25c

Even Money Bets
Black, Red,
Even, Odd
1 to 18.
19 to 36.
Pays 1 to 1

Twelve Numbers or Section Bets
Covers all 12 numbers in that section.
Pays 2 to 1

0 to 00 Split
Place bet here for convenience.
Pays 17 to 1

Column Bets
Covers each column of 12 numbers.
Pays 2 to 1

0 & 00 Split
Pays 17 to 1

Five Numbers
Covers 0, 00, 1, 2, 3, only.
Pays 6 to 1

Single Number
Play any number, 0 to 00.
Pays 35 to 1

Two Numbers or Split
Covers both numbers.
Pays 17 to 1

Three Numbers
Covers the three numbers across (example: 13, 14, 15).
Pays 11 to 1

Four Numbers
Covers four joining numbers.
Pays 8 to 1

Six Numbers
Covers six numbers across.
Pays 5 to 1

The dealer spins the small white ball in the opposite direction of the spinning wheel. Bets may be placed until the ball is about ready to leave the track and the dealer signals no more bets. The dealer then points out the winning number and bets are paid accordingly. Chips ranging in value from 10¢ can be bought in stacks of 20 from the dealer. Each player is given different colored chips. You may bet money as well as chips and make as many bets as you wish.

ROULETTE PAYOFFS

SINGLE NUMBERS		TWO NUMBERS SPLIT	
10¢ pays 3.50	25¢ pays 8.75	10¢ pays 1.70	25¢ pays 4.25
20¢ pays 7.00	50¢ pays 17.50	20¢ pays 3.40	50¢ pays 8.50
30¢ pays 10.50	75¢ pays 26.25	30¢ pays 5.10	75¢ pays 12.75
40¢ pays 14.00	1.00 pays 35.00	40¢ pays 6.80	1.00 pays 17.00
50¢ pays 17.50	1.25 pays 43.75	50¢ pays 8.50	1.25 pays 21.25
60¢ pays 21.00	1.50 pays 52.50	60¢ pays 10.20	1.50 pays 25.50
70¢ pays 24.50	1.75 pays 61.25	70¢ pays 11.90	1.75 pays 29.75
80¢ pays 28.00	2.00 pays 70.00	80¢ pays 13.60	2.00 pays 34.00
90¢ pays 31.50	2.25 pays 78.75	90¢ pays 15.30	2.25 pays 38.25
1.00 pays 35.00	2.50 pays 87.50	1.00 pays 17.00	2.50 pays 42.50

As we do not have any 5¢ wheels, the two (2) most popular minimums used are 10¢ and 25¢. This chart tells these players what they will receive.

Neighbor Numbers: (Right)
Only two numbers should be used. Patrons can memorize four (4) numbers, but for more numbers they have to keep the book open and refer to it at all times.

NEIGHBOR NUMBERS
(read left to right)

9-28	**0**	2-14
10-27	**00**	1-13
27-00	**01**	13-36
28- 0	**02**	14-35
36-24	**03**	15-34
35-23	**04**	16-33
34-22	**05**	17-32
33-21	**06**	18-31
32-20	**07**	11-30
31-19	**08**	12-29
30-26	**09**	28- 0
29-25	**10**	27-00
20- 7	**11**	30-26
19- 8	**12**	29-25
00- 1	**13**	36-24
0- 2	**14**	35-23
24- 3	**15**	34-22
23- 4	**16**	33-21
22- 5	**17**	32-20

21- 6	**18**	31-19
18-31	**19**	8-12
17-32	**20**	7-11
16-33	**21**	6-18
15-34	**22**	5-17
14-35	**23**	4-16
13-36	**24**	3-15
12-29	**25**	10-27
11-30	**26**	9-28
25-10	**27**	00- 1
26- 9	**28**	0- 2
8-12	**29**	25-10
7-11	**30**	26- 9
6-18	**31**	19- 8
5-17	**32**	20- 7
4-16	**33**	21- 6
3-15	**34**	22- 5
2-14	**35**	23- 4
1-13	**36**	24- 3

*General information *not* always the rule at all clubs

Craps

A. PASS LINE: You win on 7 or 11 and lose on 2, 3, or 12 on the first roll. If any other number comes up, that is your "point". If your point comes up again before a 7 is thrown, you win even money. After the first roll, if a 7 comes up before your point, you lose and the dice move to the next player.

B. DON'T PASS: When you bet on the "Don't Pass", you play the game in reverse — losing on the 7 and 11 and winning on 3 and 12. (When 2 is rolled, it's a "stand-off" — nobody wins). When 4, 5, 6, 8, 9 or 10 comes up, your bet is placed behind that number and you bet that 7 will be rolled before your number. This is an even money bet.

C. COME: You can bet on "Come" at any time after the first roll and it is the same as betting the Pass Line. You can try for a new point on any roll of any shooter. This bet pays even money.

D. DON'T COME: The play is reversed. You lose on 7 or 11, win on 3 or 12 and break even (stand-off) on 2. You can bet the "Don't Come" on any roll of the dice. If 4, 5, 6, 8, 9 or 10 is rolled, your bet is placed behind that number and you're now betting that 7 will be rolled before your number. You are paid even money.

E. FIELD: You can bet on every roll of the dice. If 2, 3, 4, 9, 10, 11 or 12 comes up, you win. All numbers pay even money except 2, which pays double, and 12, which pays triple. If 5, 6, 7 or 8 comes up, you lose. The field is a one-roll proposition.

F. BIG 6 OR 8: Here you bet on 6 or 8 and win if 6 or 8 is rolled before a 7. You are paid even money and can bet or withdraw at any time.

G. ANY 7: You can bet "Any 7" on any roll of the dice. When 7 comes up on that roll, you win and are paid four times your bet. "Any 7" is a one-roll proposition.

H. ANY CRAPS: You can bet on any roll. If 2, 3 or 12 comes on that roll, you win and are paid 7 times your bet. If any other number is rolled, you lose. This is a one-roll proposition.

I. HARD WAYS: There are four "Hard Way" combinations: Hard 4 (two 2's), Hard 6 (two 3's), Hard 8 (two 4's), Hard 10 (two 5's). You bet the combination you want at any time. For example, you bet the two 3's (or Hard Way 6); you win when that comes up before a 7 or an easy-way 6 (5 and 1 or 4 and 2). "Hard Ways" pay high odds. You can also bet any pair (Hard Way) for one roll only; this pays 30-to-1. Make "Hard Way" bets any time.

J. BET THE HORN: Here you bet on four numbers: 2, 3, 11 and 12. If any of these are rolled you win. This is a one-roll proposition that pays high odds and can be bet at any time during the game.

For additional information, pick up a free "How to Play Craps" booklet from a literature rack.

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Blackjack 21

TERMS USED IN "21" OR BLACKJACK

BLACKJACK: Formerly any black Ace with a black Jack. Now the Blackjack feature of the game includes any Ace with 10, Jack, Queen or King; 2 cards, totaling 21.

BROKE OR BUST: When you draw cards that add up to 22 or more.

HIT OR DRAW signify that you wish another card by holding your two original cards in your hand and making a slight movement with your cards toward you.

INSURANCE: An option offered the players when the dealer has an Ace up. Players may take "insurance" (in an amount up to one-half the original bet) against the dealer having "Blackjack." If the dealer does have a "Blackjack," the "insurance" is paid two to one. If the dealer does not have a "Blackjack", she takes the "insurance" bet and the game continues.

STAND: You wish no more cards. Simply place your two original cards under your bet face down. If the dealer hits your hand, leave your "hit cards" face up on the table.

PUSH: You have the same count as the dealer. Neither wins.

STIFF: Any combination of cards with which you can go "broke" by addition of one more card.

STAND PAT: A hand that you do not wish to hit, usually a hand with total count from 17 thru 21.

The dealer starts the game. Two cards are dealt to each player face down; the dealer's first card faces up, the second faces down.

The object of the game is to draw cards that total 21 or come closer to 21 than those held by the dealer. The King, Queen and Jack count 10; the other cards count at their face value except the Ace which counts 1 or 11 as you decide.

An Ace with any 10, Jack, Queen or King is a "Blackjack". Turn this hand over immediately and the dealer will pay you one-and-a-half times your bet unless the dealer also has a "Blackjack", in which case it is a "push" .:. neither wins.

When the dealer has an Ace up, you have the option of taking "insurance" (in an amount up to one-half the original bet) against her having a "Blackjack", the "insurance" is paid two to one. If the dealer doesn't have a "Blackjack", she takes your insurance bet and the game continues.

If you don't have a "Blackjack", you may ask the dealer to "hit" you, that is, give you another card. You may draw as many cards as you like (one at a time), but if you go over 21, you go "broke" and lose. You must turn your cards face up on the table immediately. If you do not want to "hit", you may "stand" by placing your cards face down under your bet.

After all players are satisfied with their hands or have gone "broke", the dealer turns her down card face up and stands or draws more cards as is necessary. The dealer must draw to any count up to and including 16, and stand on 17, except soft 17. A soft 17 is any combination of cards containing an ace, but not a ten, that totals 7 or 17. (Example: Ace, 6; Ace, 4, 2; Ace, 5, Ace; etc.). The dealer must draw when having soft 17.

*General information *not* always the rule at all clubs

Baccarat

BACCARAT (Baa-caa-rah)

The object of the game is to bet that the Banker's "side" or the Player's "side" will achieve a score closer to nine than the other side.

The game is played with eight decks of cards, shuffled by the croupier, and placed in a box from which they are dealt, called the "shoe". When the Banker loses, the "shoe" moves to the player on the right. A player may pass the "shoe" at any time.

You may bet the Player's Hand or the Banker's Hand. Each is dealt two cards. The closest hand to 9 is the winner. Face cards, tens and any combination of cards totaling ten have zero value.

If Player bets on "tie" he wins 9 to 1. The tie must be declared in advance of hand.

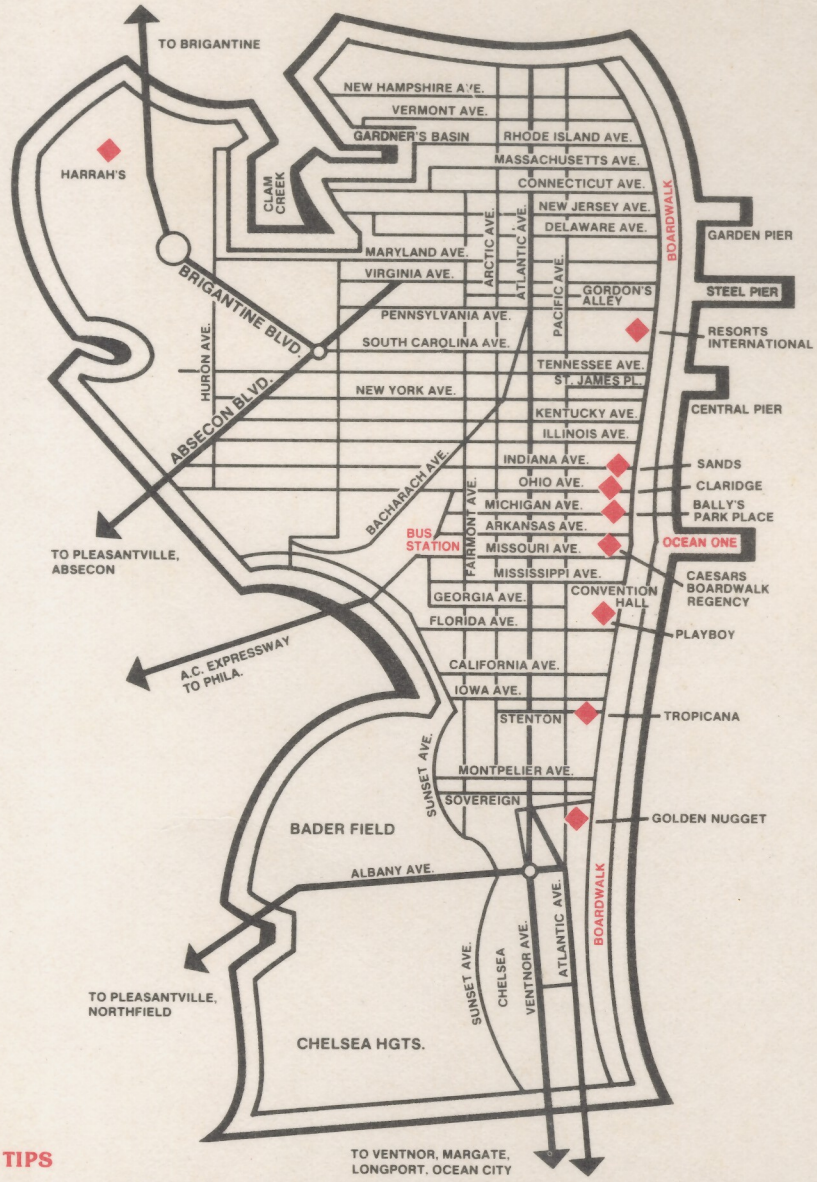
7 Hand Baccarat

This game is played exactly the same as regular Baccarat only on a smaller scale with lower stakes. It is conducted at a table similar to the ones used for Blackjack with a single dealer presiding.

*General information *not* always the rule at all clubs

Atlantic City

We're rebuilding our city for you! America's oldest yet newest resort, Atlantic City, was incorporated in 1854. It became a leading vacation resort even before the Civil War and is now experiencing the most dramatic rebuilding project in the world. We are revitalizing our city to make it a premier vacation ... convention ... entertainment ... and family resort for you.



TRAVEL TIPS

By Car: From the north, major interstate highways connect with the Garden State Parkway south-bound. From the west, via Philadelphia, the Atlantic City Expressway leads you here in just 60 minutes. From points south, I-95 and U.S. 40 from Washington, D.C. (or U.S. Routes 13 and 9 from the Norfolk area via the Lewes-Cape May Ferry). For reference, we're 2½ hours from New York City, and 4½ hours from Washington, D.C. by car.

By Bus: Scheduled bus lines serving Atlantic City are Transport of N.J., Lincoln, Trailways and Greyhound. Connecting transportation is readily available.

By Plane: Most major carriers have flights to Philadelphia International Airport with connections to Atlantic City via Allegheny Commuter/U.S. Air flights, limousine, or bus. Rental cars are available for the 90 minute trip to the resort. Allegheny Commuter/U.S. Air links Atlantic City with Philadelphia, J.F.K., N.Y. and Washington, D.C.

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